

GUIDELINES

1. The team captains (1 per team) will meet for breakfast at 7:30AM (Colby Standard Time) Friday morning on the 2nd floor of Robert's Union in the Smith-Hurd room. There, wood numbers will be drawn and any settling up (\$) and questions dealt with. Appropriate attire is, of course, expected.
2. The competition will begin promptly at 8:30AM each day.
3. Proper safety stuff must be worn in all events that require such gear (chop, split, fell,...).
- π. Do not lip off to the judges. They are for the most part faculty at the college and will be very well prepared for their events...besides, they might flunk us.
4. Protests will be treated the same as always; they will be presented to the chief judge in written form, signed by the captain, and at the end of each day of competition, all team captains will decide whether the protest is legitimate by means of a vote. Nothing new here.
5. Scoring: we've got this really neat thing here at Colby called a computer, and its got lots of graphics. numbers and other stuff... Read the rules for each event. There are no new tricks here. Also, men's, women's and alumni teams will all be scored separately.
6. Each competitor must compete in all the team events, one of the doubles events and two of the singles events. Pretty basic. Alternates, once they replace a team member, must stay in the competition forever and ever, amen. You know what I mean.
7. Coaches can do anything they want--within reason, i.e., they are permitted in the competition area and can holler/coach 'til they're blue in the face, but they may not assist their team(s) in any other way.
8. All teams are responsible for bringing, stealing or whatever their own equipment. We'll provide the usual (matches, H₂O, chainsaws, etc.). See the rules for each event for anything special. Oh yeah, no mauls.
9. Right now we are putting no restriction upon the number of teams per school that can compete at the Spring meet. The total number of teams is, however, limited to forty (40). If there isn't enough room for one or several schools to compete because one school, for example, registered 23 teams, chances are we will ask that school to leave one or two of them at

home. Understand? Good.

10. TROPHIES: if your team won one of the rotating trophies last Spring at CCFL, you are responsible for bringing it to the meet here. Violators will be persecuted.
11. The mystery events (2) are gonna freak you out. They'll be revealed sometime Friday and Saturday. Our team has no idea what they are, either, so don't bitch about unfairness.
12. LODGING does not exist. You are supposed to be woodsmen; therefore, a designated camping area will be provided by the music shell next to the baseball diamond (check your maps). If it rains, it rains.
13. FOOD, likewise, does not exist. We will provide one whale of a good barbeque Saturday evening, but that's about all we can afford. We'd like to do more, but doing so would really hurt other areas of the meet, that we think are simply more important. You, therefore, will be responsible for feeding yourselves, and whether that means 1. McDonald's, Burger King and Wendy's (Waterville does have some really decent food if McD's isn't your speed. Ask us later.), 2. cooking over a stove or a fire, or 3. paying to eat the slop we eat in the dining halls (\$1.50, \$3.00 and \$4.00 for breakfast, lunch and dinner, respectively) is up to you.
14. REGISTRATION costs \$50.00 U.S. per team. Payment is due by the captains meeting Friday morning, the 22nd. Please notify us if you are sending a team (and how many) AS SOON AS POSSIBLE. By the end of the March would be primo.
15. Parking is available in several spots around campus. We'll discuss that with you when you get here, but for now park your vehicles either in a lot or on the little dirt road leading to the shell, where you'll be camping.
16. Events are scheduled as follows: all team events will take place on day one and the doubles and singles events take place on Saturday.
17. BOOZE: Maine is, unfortunately, real gung-ho on "liquor enforcement." Chances are good, therefore, that Holly the liquor inspector will be on campus that weekend, especially since it is Spring Carnival. If you walk around with open alcohol, that's a \$50 fine for you and a \$1000 fine for us. If you are underage (under 21) and she snags you, your fine grows to \$100 and court costs become an issue for us. All it comes down to is keeping it low key. We'll explain more on that later. God knows I'm gonna have a beer or seven, though, after the meet's finished.

18. Oh yeah, we're not responsible if you kill, wound, or maim yourself. Pretty basic. We'll provide health services, though, should they be needed.
19. Drug testing (urinalysis) is mandatory for competitors.
20. That was a joke.

Alright, I guess that's about it. If you've got any problems, questions, statements or obscenities, call or write us at the following:

873-2960 around 4:00PM only--ask for Jeff, Rudy, Phil or Thad

873-7954 --there is an answering machine here--ask for Jeff

873-3020 --ask for Rudy or Phil

The Colby College Woodsmen's Team
c/o Student Activities
Colby College
Waterville, ME 04901

Team Events

CANOEING EVENTS

- A. SHOES MUST BE WORN FOR ALL POND EVENTS
- B. each team member must compete in at least one of the following three events

Equipment:

- bring, borrow, build, or steal a canoe...we don't care as long as you don't steal ours.
- NO double bladed paddles, outboard motors or sails.
- NO oarlocks or mechanical attachments to the canoe.
- you may bring as many paddles in the canoe as you wish, however, all paddles crossing the starting line must cross the finish line, i.e., all broken paddles or ones gone overboard must be retrieved.
- spare paddles may be tied to the canoe after the starting signal. No velcro, clamps, stick-um or J-bolts may be used. Only rope.

1. SINGLES

Procedure:

- a. the first canoer must begin with the canoe completely behind the starting line, which will be 5 to 10 feet from the water's edge (on land, that is).
- b. canoers must keep to the right of white bouys and to the left of green ones; (s)he must figure eight around gold (starting from the left of the left bouy) and circle red ones in a clockwise manner.
- c. after passing by #8 and #9, canoers must pass through #9 and #10 with the back of their canoe first; that is to say, have the canoe face the same direction, but have the canoer turn around. The canoe must cross the finish line back end first. In other words folks, do the last leg backwards.
- d. the switch off for competitors must be made between #6 and #6A. A push off by the first competitor is allowed.

2. DOUBLES

Procedure:

- a. same as above, except there's no switch off, eh?

3. PORTAGE RELAY

Procedure:

- a. the first competitor will begin with the canoe entirely behind the starting line.
- b. (s)he will begin on the starting signal.
- c. (s)he will canoe from P₁ to P₂ and portage to switch-area.
- d. the switch MUST be made in this area.
- e. the second contestant must enter the water again (with

his/her canoe) at P_3 and canoe around bouys to P_4 , the finish line.

Scoring:

- a. all canoeing events are scored on a time basis, with the best time receiving 100 points and the rest according to a percentage of that time.
- b. paddling around a bouy in the wrong manner will result in a 25 second penalty, as will switching off during the portage relay outside of the designated area.

TWITCH-PEAVEY-DECK

This is a relay event.

Procedure:

- a. at the starting signal, the first two team members will twitch one log around a stake and through the two flags; they must begin with the rope coiled on the ground, and the log must touch one of the two flags (this is to avoid excessive twitching) when they are finished; the two competitors may then go back and twitch the other log in a likewise manner. **THE TWITCHERS MAY NOT TOUCH A PEAVEY DURING THE RELAY.**
- b. as soon as the rope is taken off by the twitchers and the second log has touched one of the two flags the peavey-ers may begin. They will then roll the log through two sets of gates, and then will do it again with the second log. **THIS PORTION OF THE EVENT WILL NOT TAKE PLACE ON RAILS AS ORIGINALLY PLANNED.**
- c. the two deckers will simply scoot load the two logs; the logs must touch the back of the deck and may only be touched by peavies. Neither log rollers nor twitchers may assist the deckers, nor vice versa.

Scoring:

- a. this event will be scored on a time basis, with the best time receiving 200 points; all other scores will be proportionally based on the best time.
- b. if the log rollers or deckers touch the log with anything other than the peavey, a 10 second penalty will result for each such boo-boo. Same with twitching too far.
- c. if you drop your peavey, you drop your peavey. Pick the damn thing up and continue! No, we won't disqualify or penalize you for such rubbish.
- d. teams will be disqualified for the following:
 - they twitch the entire course.
 - they pick up the log, except for having to put the twitching rope on the log.
 - they break our log deck.
 - they insult a judge or timer sufficiently for him/her to decide to do so.

CROSS-CUT SAWING

Procedure:

- a. all team members must compete.
- b. each pair of team members must cut two cookies (a cross section of a log).
- c. they must be whole cookies; if a cookie breaks and the saw stays in the cut, that cookie may be finished and be good. Otherwise, you're in trouble.
- d. each team will be given seven inches in which to cut their six cookies.
- e. timing will begin as soon as the saw touches the wood and will end when the last cookie falls from the log.

Scoring:

- a. 100 points again for the best time; all the rest are proportional to that time.
- b. every quarter (1/4) inch that the team goes over their designated amount of sawing area will result in a 3 second penalty.

SWEDE SAWING

Procedure:

- a. since we couldn't find any swedes who were willing to be sawed, we decided to use some sort of wood instead.
- b. all six team members must compete.
- c. each such woodsunit must cut one cookie.
- d. again, they must be whole cookies; if, as they say in Toronto, cookie "breakage" does occur and the saw stays in the cut, keep eating wood.
- e. each team will again have seven inches of knot-free wood in which to make their six cuts. Pretty generous, eh?
- f. timing will, as with the cross-cut events, begin once the saw has touched the wood and will end when the last whole cookie falls free.

Scoring:

- a. proportional to 100 points, based on time.
- b. every quarter (1/4) inch that the team goes over its allotted amount of wood will result in a 3 second penalty.

PULP PIT

Procedure:

- a. same ol' deal.
- b. throw some logs between two stakes and play 'til you've done 48.
- c. foot faults are a no-no and kill that throw.
- d. touching a moving log will eliminate all four previous throws, be they good or pathetic.

- e. no pulp hooks or other such toys are allowed.
- f. all shirts must be tucked in prior to and during the event.

Scoring:

- a. time is key (= very important).
- b. 1 minute penalty for wild throws striking a judge or timer.
- c. competitors violating rule f. above will rake the pulp pit after their team has thrown.

PACKBOARD

Procedure:

- a. each team must provide their own packboard frame, blanket, frying pan [of no less than 10" (diameter)], and no more than 15 feet of rope. We'll supply the 50- (men) and 35- (women) pound weights.
- b. each team must begin with their first runner behind the line with his/her blanket folded, rope coiled and shoes/boots tied. A signal to start is given by the judge at which time the participant assembles the packboard and begins the relay. Should the loaded packboard disassemble itself, runners have three options: 1. quit, 2. reassemble the do-hickey while stopped, or 3. run with their arms extended horizontally with the frame et al piled on top (neither I nor my arms, however, recommend the third).
- c. each other team member will be placed along the trail at designated switching areas; switches must be made within those areas.
- d. stay on the trail; any shortcuts or other deviances will result in disqualification, and perpetrators of said crime must do the entire course again alone.

Scoring:

- a. same as everywhere else; based on best time.
- b. violations of rules a, b or c above will result in a 10 second penalty for each offense.

Doubles Events

SPEED CHOPPING

Procedure:

- a. the purpose of this event is to wail the be-jesus out of a horizontal piece of wood.
- b. only two team members who have not split or felled may participate.
- c. on the starting signal, the first chopper will begin; when he's finished with his log, the other guy will do the same.
- d. time will stop when the #2 chopper finishes his log.

- e. safety equipment must be worn.
- f. no extensions may be tacked on to the foot-holds for greater stability.

Scoring:

- a. if guy #1 wishes to help guy #2 with his log and guy #2 requests such help, because (s)he is visibly tired, guy #1 may do so; there will, however, be a 3.25 second penalty for that switch and each additional switch thereafter.
- b. proportional points from 100 based on time.

QUARTER SPLIT

Procedure and Scoring:

- a. each couple will receive five pieces of wood; from that, four will be chosen to be split in the event.
- b. each member of the pair must split two of those pieces and not have participated in felling or speed chopping events.
- c. each piece of wood will have a 1.5 inch diameter dot on one end.
- d. each piece must be split so that there are four full lengths of the log with a portion of the dot on them.
- e. only one person may split at a time. Each person must complete splitting her/his two bolts before the other participant may begin. NO SWITCHING BACK. That will result in a 10 second penalty.
- f. safety equipment must be worn.
- g. no spitting, please.
- h. only the axe and the contestant's feet may touch the wood; hands or other bodily parts touching the bolt will incur a 5 second penalty each time they do so.
- i. although competitors may touch the bolt with their feet, they may NOT kick it apart.
- j. time will begin with the judges signal and will end when one of the team members calls "time."
- k. for each full length piece of wood without some portion of the dot on its end less than the 16 necessary, a 10 second penalty will result.
- l. NO MAULS.

FELLING

Procedure:

- a. competitors may not have participate in the speed chopping or splitting events.
- b. the fellers (or gals) will place a stake in the ground 10 feet from the base of the pole/tree/thing you're supposed to knock down.
- c. the first competitor makes the front cut and the second the back one. No alternating will be allowed except in extreme cases of pooping out.

- d. time will begin on the signal and end when that baby come crashin' down and slams against the ground in a brutal display of...sorry, I got a bit carried away.
- e. safety equipment must be worn at all times.

Scoring:

- a. again, this baby's 100 points for the winners and proportional points for the rest of the participants based on their time.
- b. competitors who drive the stake into the ground (knocking it over does not count) receive a bonus of 20 points; if the pole lands within a foot of the stake or knocks it down, an additional 10 points will be awarded to the pair's score.
- c. if rule c above is violated, chances are you have little or no chance of kicking butt in this event. Nonetheless, to avoid problems with untired folks switching on and off, hoping to keep themselves fresh and their pace fast (i.e., cheaters), a penalty of 5 seconds will be assessed for every switch.

Singles Events

WATER BOIL

Procedure:

- a. this is a one man event.
- b. the contestant will be provided with a bolt of real dry cedar, three matches and a can of soapy water.
- c. competitors will begin on the judge's signal.
- d. competitors may have two axes and one knife; past experience seems to prove that using the axes for splitting, instead of the knife, tends to work a wee bit better. Spare axes may be used to hang the the can of water or for decoration, the knife for shavings.
- e. timing will end when the soapy water boils over the side of the can, causing numerous spectators to go "ooooo" and "aahhhhh."

Scoring:

- a. 100 points or less, based on time. Good golly, I sound like a broken record.
- b. if you spill your water AFTER beginning, you get more; same with matches, if you use them all up.
- c. if you tilt your can of water on purpose, there will be a 10 second penalty, i.e., it's o.k. if it tilts on its own a bit (slightly more than a smidgin). But BEWARE: if a judge decides a can is tilted so far as to cause it to boil over too easily, he may call you for spillage.

SUPER SWEDE

Purpose:

- a. to cut six cookies for time (or until you puke).
- b. competitors will be given seven inches of wood within which they must make their cuts.
- c. the cookies must be whole; but again, if one breaks and the saw stays in the cut, keep sawing.
- d. timing begins when the saw blade touches wood.
- e. oh yeah, I failed to mention this for the team bucksaw, but it's equally appropriate there: you may have a spare saw for use should the first break. No switching for the heck of it.

Scoring:

- a. based on 100 points, proportional to fastest time.
- b. for every quarter inch that the sawyer goes over his seven inch allotment, there will be a 3 second penalty.

AXE THROW

Procedure:

- a. to throw a double bit axe at a target...and hit it.
- b. throwers will be allowed two practice throws, in addition to their 3 official ones.
- c. axes must have handles at least 24 inches long, and heads of 2 pounds.
- d. the throw must stay in the target a second or two to count towards a competitor's score.

Scoring:

- a. 33, 25, 15, and 5 points for concentric circles.
- b. 3 points if you stick it into the post.
- c. Tiny, if you break the target, you bought it.
- d. there will be a throw off for the trophy if there is a tie.

CHOKER SET

Procedure:

- a. it is necessary that contestants run the full length of all three logs, starting at either end.
- b. competitors must set the chain on each log in order (from left to right, heavy to medium to small chains) AND tight enough to move the log.
- c. all chains must be thrown over the starting line before the participant crosses it him/herself.

Scoring:

- a. 100 points possible, scores based proportionally on the best/shortest time.
- b. 5 second penalties will be assessed for the following:

- not running the length of each log,
- loose chains,
- setting the wrong chain to the wrong log, and
- runny noses.

CHAINSAW

Procedure and Scoring:

- a. the purpose of this event is to cut two cookies with a chain saw at a rather rapid pace.
- b. safety gear WILL be worn--that means chainsaw gloves, foot guard chaps and helmets with ear protectors. Jock straps are optional, but highly recommended.
- c. weapons of incredible destructive capability, i.e., chain saws, will be provided by us.
- d. participants will, for their first cut, saw up from the bottom of the cant to the halfway point, at which time the judge will signal them; competitors may then begin their down cut by pulling the chainsaw out and completing the cut from the top of the cant.
- e. competitors need then to make a final cut in any manner they want, i.e., power through another cut as fast as possible.
- f. competitors have four inches in which to make these two cuts.
- g. this event is scored for time--100 points proportional to the best time again...
- h. 3 seconds will be added to a competitor's time for every quarter inch his/her down and up cuts (on the first cookie) are separated (measurement will be taken from the largest part of the lip created) and for every quarter inch they are over the 4 inch limit.

POLE CLIMB

Procedure and Scoring:

- a. the purpose of this event is to climb a damn pole.
- b. contestants will use climbing spikes/spurs and climb up the pole to some sort of noisemaker with which they will, obviously, make a noise; upon hearing that noise, the judge will stop timing. COMPETITORS WILL THEN SAFELY DESCEND THE POLE. NO HOT-DOGGING.
- d. a belaying rope will be available for the safety conscious.
- e. winning time gets 100 points again; all others proportional to that time.
- f. a practice pole will also be available.

CROSS-CUT FROM HELL

Procedure:

- a. this is a "two man singles event" and will count towards

- the woodsman of the day award.
- b. two sawyers, one saw and nine cookies. Ten inches in which to make the cuts.
 - c. exact same rules as the other sawing events, i.e., timing starts when saw touches the wood and only whole cookies count (unless the saw stays in the cut...).

Scoring:

- a. again, a three second penalty for every quarter inch over the ten inches designated for the nine cuts, and the fastest time is awarded 100 points, with the rest of the competitors receiving points proportional to that time.

BIATHALON

Procedure:

- a. this is a combination packboard/axe-throw event.
- b. as with the packboard relay, a course will be explained, defined, made clear or whatever during the captains' meeting Friday and Saturday mornings.
- c. all criteria for a full packboard will be the same, i.e., you provide the frame, a blanket, a 10" frying pan and 15 feet of rope (no more), in addition to a throwing axe which meets the requirements set forth in the axe throw event. We provide the pain.
- d. the event starts exactly the same as does the packboard, with the competitors packboard unassembled; at the starting signal, participants assemble the packboard, **ALSO PACKING THE AXE--YOU MAY NOT CARRY IT BY HAND--**and run like hell. Several (3) axe targets will be placed along the trail. When a contestant reaches one of them, (s)he must unpack the axe and throw it once at the target (one practice throw is allowed), packing it again and continuing on his/her merry way. This happens twice more; the last time the axe is thrown (at the third target) and either hits or crosses the plane of the target, timing is stopped.

Scoring:

- a. seventy percent of competitors' scores are based on their time running the course; the winner will receive 100 points and all the rest will get scores proportional to that fastest time. Those scores will then be multiplied by .7.
- b. the throwing part of the event will count the other 30%, each runner receiving 10 points for hitting the target. The axe must stay in the target two seconds to count. Those competitors hitting bullseyes will receive an added 5 points per bullseye. Total possible points = 115.

PULP TOSS FOR DISTANCE

Procedure:

- a. purpose: to throw a piece of pulp farther than you can.
- b. pulp hooks, slip wires and other such devices are allowed.
- c. two practice throws are permissible, as well.
- d. a participant's longest throw (of three) will be the only one taken for scoring.
- e. try not to hit people.

Scoring:

- a. based on percentage of the longest throw, 100 points going to the winner.
- b. foot faults will discount that throw.

CHAIN THROW

Procedure and Scoring:

- a. I really hate this event, but not as much as I am hating this damned computer right now.
- b. contestants start with the surveyor's chain laid out on the ground.
- c. on the judge's signal, competitors will coil and tie the chain, and then throw it at the judges feet, at which time timing ends. The chain will then be judged for neatness; the judge will next ask the competitor to unroll the chain, looking for a smooth, straight unrolling.
- d. fifty percent (50) of a competitor's score is based on his/her time for coiling and throwing the chain, while the remaining thirty-five (35) and fifteen (15) percents are based upon the neatness of the coiled chain and the uncoiling of the chain, respectively.
- e. no brown-nosing the judge.

MATCH LIGHT

Procedure:

- a. ten (10) matches, ten swings--one at each.
- b. no sandpaper or any crap like that on the axes!
- c. all axes must meet the same criteria that the throwing axes must (24 inch handle and at least a 2 pound head).
- d. contestants must swing the axe at least one and one-half feet above the log and matches.

Scoring:

- a. 10 points for each light and 5 for each split with no light (Bud-light).

CANOEING EVENTS AND COURSES

